characterised in determining (53) the average data change rate by way of computing, by

means (13, 21), of the ratio of the difference of the timer current data and the difference of

their current times of reading.

7. (Amended) The method for holding lotteries as claimed in claim 4, characterised

in determining (53) the average time interval between the data by way of computing, by

means (13, 21), of the ratio of the difference of the current times and the difference of the

timer current data read in the corresponding current time.

8. (Amended) The method for holding lotteries according to claim 1, characterised

by increasing (72) the computed information recording time by a value associated with an

error of computing of said time.

13. (Amended) The method for holding lotteries according to claim 1, characterized

in storing, at the information recording moment, a code number of the timer; recording

moments being computed (48, 52, 55) after computation of the difference between these code

numbers and the corresponding timer (27) data at the moment when they are read.

14. (Amended) The method for holding lotteries according to claim 1, characterised

in storing the data supplied from timer (27) at the moment of simultaneous storing (99) of all

information relating to a corresponding drawing version, which version can comprise the

event code, data on the hypothetical information, and a stake, for example money stake.

17. (Amended) The method for holding lotteries according to claim 14, characterised

in checking (95) of correctness of information generation; for the information that did not

conform with the checking, a signal for prohibiting its recording in internal memory (26) of

memory device (4) being generated.

18. (Amended) The method for holding lotteries according to claim 14, characterised

in forming (93) a game area that corresponds to that of the held event.

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22. (Amended) The method for holding lotteries according to claim 18, characterised in automatically forming (93) a game area corresponding to the code of a held event.

24. (Amended) The method for holding lotteries according to claim 14, characterised in inputting (101), into memory device (4), true information and also conditions (102) for determining a win, and after comparing the true information with the information stored in memory (26) that relates, according to the win determination conditions, to a given event, performing (103) analysis of the information on the basis of its coincidence with the true information.

32. (Amended) The system for holding lotteries as claimed in claim 29, characterised in that timer (27) comprises at least one master oscillator (33) coupled to inputs of a plurality of meters (34) connected to control unit (32).

33. (Amended) The system for holding lotteries as claimed in claim 29, characterised in that indicator (3) is implemented as panel (87) whose external side has lines applied thereon such that on said panel either a pattern of a card of a relevant lottery type, for example «Bingo» lottery, or a game area of any other event, for example «roulette» game, is formed.

34. (Amended) The system for holding lotteries as claimed in claim 29, characterised in that a lototron that performs the true information source (1) functions includes drum (74) adapted to being rotated by a first controlled drive (80) about fixed axle (77), and a device for picking up balls (75) disposed inside drum (74), which device comprises guide (76) fitted on axle (77) and coupled, in turn, to a second controlled drive.--

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